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ERRATA & FAQ

Core Box

Component List

- Troop cards should be 30
- Wolf tokens should be 6

Rules Clarification

1) **Rulebook p10 - Terrain Elements and Buildings (continued)**

Second paragraph should read: “Terrain elements (ruins, shrine, well, tree, bush and rocky outcrop) have a size of 1, a resistance of 1 and no capacity. Place terrain elements according to scenario map.”

Section “Unless specified otherwise in the scenario map, one tree is always placed in each forest area” should be disregarded.

The rest of the section remains as is.

2) **Rulebook p14 - Setup**

The setup section should read as follows:

To set up a game choose a scenario from the Scenario Book and follow the instructions. Read the scenario, special rules, and victory conditions. Choose your sides. Give the First Player token (A) to the player whose side is designated by the scenario.

Get the Scenario Tiles for the chosen scenario and assemble the game board according to the diagram. Place terrain elements, buildings and scenario tokens as shown in the scenario (B)

The Battle of Crecy (p6)

1) **Setup addition:**

Each Player must receive the following Intrigue cards:

- French Player Intrigue Card: [Intrigue French Battle of Crecy]
- English Player Intrigue Card: [Intrigue English Battle of Crecy]

2) **Setup change:**

Add 1 extra bowman at 11A at the map, as depicted below

The Battle of Cocherel (p12)

1) **Setup addition:**

Mercenary Player must receive the following intrigue card: [Mercenary Battle of Crecy]

2) **Setup change:**

In the Map the Earl of Auxerre is written as Comte d'Auxerre. Please use the Earl of Auxerre as normal.

The Sword of Fierbois (p24)

1) **Setup change:**

Scenario Tiles are the following: 1, 3, 5, 6, 7, 8, 9, 12, 13, 15, 16, 1x Sky hex

Reliquary Box

The Plague (p4)

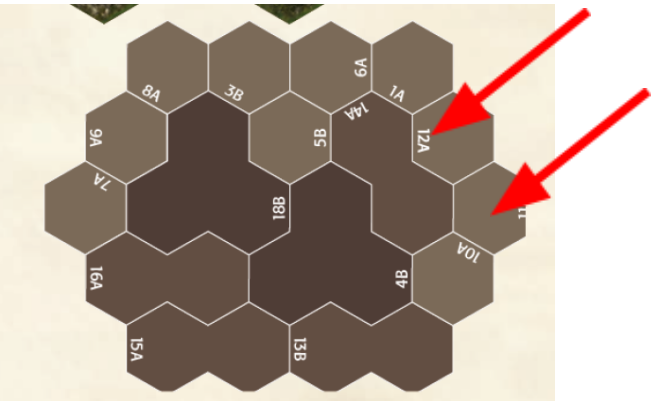
1) Setup change: Corrected Map

The graphic representation of the map in this scenario is wrong with regards to tile 14A. Please disregard the graphic representation of the tile, and simply follow the mini map to set up your map.

Vlad Tepes in Targoviste (p14)

1) Updated Diagram

<u>Correction:</u> Tile 12A must be changed to 12B
<u>Clarification:</u> The cropped text indicates tile 11A



Bloodthirst (p16)

1) Setup Clarification: Human units

The following is a list of all the human units in this scenario:

- All Mehmed the Conqueror player units
- All Radu III Player units
- All Wallachian player units
- All Civilian player units

2) Setup addition:

Each of the players needs to take their corresponding Intrigue card. The intrigue cards are named Bloodthirst.

Super Exclusives

The Battle of Brignais (p8)

1) **Setup Clarification:**

Player 4 – French Setup: Please use the new Provincial Militia card (includes the support keyword) that has been sent with the upgrade pack.

Legendary Dragon

Saint Michael and the Dragon (p2)

1) **Setup Clarification:**

Holy Player Setup: Please use the Sergeants-at-Arms profile card instead of the Pikemen profile card.

Unleash Hell

Unleash Hell (p2)

The correct Scenario Name is “The Devil of Avignon”. Please use the intrigue cards that state “The Devil of Avignon” as scenario name.

The Battle of Cravant

The Battle of Cravant (p3)

1) **Map Clarification:**

Scenario Tiles: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18

Village Pack

Offensive against Plymouth (p5)

1) **Setup Correction: Corrected Map**

The graphic representation of the map in this scenario is wrong with regards to tile 14A and 4B. Please disregard the graphic representation of the tile, and simply follow the mini map to set up your map.

The Wild Beasts (p6)

1) **Setup Correction:**

Player 1 – French Setup:
The French player setup needs to also include the Unicorn card. This card follows the special rule “Well”.

2) **Setup Correction: Corrected Map**

The graphic representation of the map in this scenario is wrong with regards to tile 14A and 4B. Please disregard the graphic representation of the tile, and simply follow the mini map to set up your map.

Ars Nova

The Ars Nova Controversy (p4)

1) **Graphic Representation correction:**

The tiles Cloister (N) and Capitular Hall (O) are wrongly represented and should be swapped. Please refer to the actual printed tiles in the box for the correct visual representation.

The Abbey of the three Fountains (p6)

1) **Map Clarification:**

Scenario Tiles: 1, 2, 7, 8, 9, 14, 16, 17, AN1, AN3, AN6, AN7, AN8

Compendium

Visiting Chinon (p106)

1) **Setup change:**

These are the Protagonist Tokens needed for the scenario:

5x Neutral Protagonists

1x King

2x Assassin

2x Spy

The Battle of Meung-sur-Loire (p110)

1) **Setup correction:**

The profile of Bear should be included in the setup. It is not included in either player's setup, but is independent. The Bear follows the special rule as described in p.112.

2) **Setup Correction: Corrected Map**

The graphic representation of the map in this scenario is wrong with regards to tile 14A. Please disregard the graphic representation of the tile, and simply follow the mini map to set up your map.

Joan of Arc's Capture in Compiegne (p115)

1) **Setup Correction: Corrected Map**

The graphic representation of the map in this scenario is wrong with regards to tile 14A. Please disregard the graphic representation of the tile, and simply follow the mini map to set up your map.
Remove 1 mounted bowmen miniature from 14A. The correct setup should include 3 mounted bowmen for the whole scenario.

Joan of Arc's Liberation (p117)

1) **Setup correction: Corrected Map**

Correction: the background of the color for Executioner should be black

Apocalypse

The Sabbat (p9)

1) **Setup Correction: Corrected Map**

The graphic representation of the map in this scenario is wrong with regards to tile 14A. Please disregard the graphic representation of the tile, and simply follow the mini map to set up your map.

The Four Horsemen of the Apocalypse (p14)

1) **Setup Correction:**

Each Player must receive the following Intrigue card
Holy Player Intrigue Card: [Intrigue The Four Horsemen of the Apocalypse Holy]
Unholy Player Intrigue Card: [Intrigue The Four Horsemen of the Apocalypse Unholy]

The Mark of the Beast (p18)

1) **Setup Correction:**

Unholy Player Setup: The Unholy player also receives the Plague Bearer, Mounted Spectre, Gargoyle, Devourer and Flying Demon profile cards. These follow the special Rule "Corrupting Humankind".

The Leviathan (p22-23)

1) **Setup Correction:**

Each Player must receive the following Intrigue card

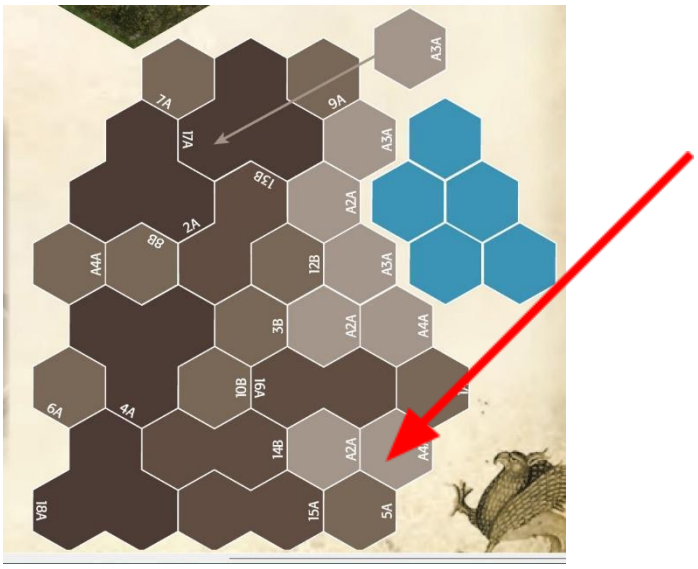
Holy Player Intrigue Card: [Intrigue The Leviathan Holy]
Unholy Player Intrigue Card: [Intrigue The Leviathan Unholy]

2) **Setup Correction: Scenario Tiles:**

The correct scenario tile list is : 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, x3 A2A, x3 A3A, x2 A4A, 5 Sky Hex

3) Setup Correction: Diagram

Replace Shown A4A with a 11B



4) Setup correction: Corrected Map

Correction: Trees should be placed to all woods.

The Armageddon (p26)

1) Setup correction:

Each Player must receive the following Intrigue card
Holy Player Intrigue Card: [Intrigue Armageddon Holy]
Unholy Player Intrigue Card: [Intrigue Armageddon Unholy]

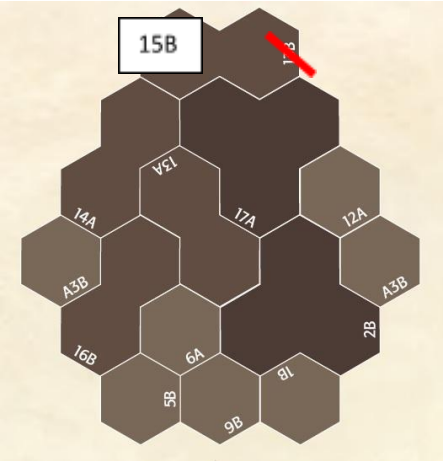
2) Setup correction: Corrected Map

Correction: Trees should be placed to all woods.

Darkness upon Jumieges Abbey (p31)

1) Setup correction: Corrected Diagram

The topmost 13B tile must be replaced by 15B with the orientation as shown on the map.



Legendary Battles

The Battle of Poitiers (p4/ p6)

1) **Setup Clarification:**

English Black Prince's Army Setup: Please use the correct profile for Mounted Knights.
English Salisbury's Army Setup: Please use the correct profile for Earl of Suffolk

2) **Setup Correction: Scenario Tiles**

The correct scenario tiles list is: x2 1, 2, 3, 4, 5, x2 6, 7, x2 9, x2 10, x2 11, x2 12, 13, 14, 15, 16, 17, 18

The Battle of Agincourt (p.10)

1) **Setup correction: Updated Diagram**

Change tile 14A to 14B

Siege

The Battle of the Tourelles (p18)

1) **Setup Correction:**

French Army Setup: In the Jean de Dunois line, the profile of the Standard Bearer should replace the Musician profile card.

2) **Setup Correction: Updated Game Board**

Add 1 tree at 10A

Teutonic Knights

The Wyvern (p14)

Special Rule title Crypt Tiles should read Sewer Tiles instead.

The Emissary of the Devil (p22)

1) **Special Action correction: Destroying the Succubus**

The death symbol from the Doom dice must be replaced by a Kill symbol from the attack dice.

2) **Special Action clarification: Closing Down a Crypt or a Sewer Entry.**

The second paragraph, reading “Any unit located…. Closed Down” described how the Lock token is used. This is the lock token.

3) **Special Action clarification: Wandering Beggar**

This is what the “Special Beggar Discussion Card” looks like. Use this when initiating discussion with the Beggar.